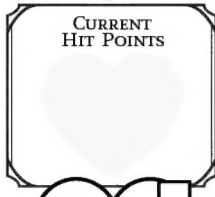


PLAYER NAME



CHARACTER NAME

RACE

CLASS

ALIGNMENT

BACKGROUND

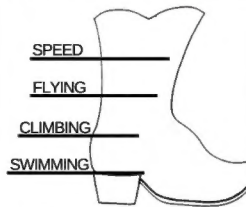
LEVEL EXPERIENCE POINTS CLASS 2

AGE

SEX

HEIGHT

WEIGHT



FLYING

CLIMBING

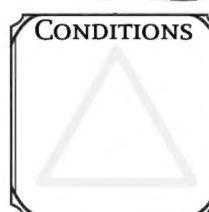
SWIMMING



DARK VISION



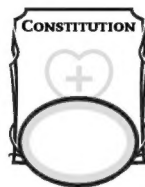
EXHAUSTION



HERO POINTS

INSPIRATION

PROFICIENCIES



☐ Saving Throws
☐ Athletics

☐ Saving Throws
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

☐ Saving Throws

☐ Saving Throws
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

☐ Saving Throws
☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

☐ Saving Throws
☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

WEAPONS

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL SLOTS	1	2	3	4	5	6	7	8	9
KNOWN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHARGES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RACIAL TRAITS

CLASS FEATURES

FEATS

LANGUAGES

POINTS

TOTAL	<input type="text"/>
SPENT POINTS	<input type="text"/>